SCOTT, DON'T FORGET TO INITIALIZE THE UNIT WHEN YOU FIRST PUT IN THE 2.4. (3 BUTTON PRESET 4, DECAY ↑, ROOM TYPE ↑ ALL AT THE SAME TIME.) DISPLAY WILL READ 1/0/0/0.2 ... 1 WHEN BUTTONS ARE RELEASED. J/M

SOFTWARE UPDATES

The 01A's operating software is contained in EPROMS located to be easily field replaceable. This software controls the user environment as well as the creation of reverb effects. The software you have is a snapshot of the state of reverb development at the time it was programmed. The fine-tuning of reverb effects and addition of useful features is an on-going process at ART. Trade-offs are refined based on in-house experimentation and user feedback. New applications are discovered. When warranted, the software is updated and a new revision level is created. This version is shipped with all new units and made available to owners of earlier units at a reasonable cost. Updates are provided in the form of a kit containing a new memory IC, complete installation instructions, and revisions to the manual. Contact an authorized dealer or ART for more information regarding software updates for your unit.

VERSION 2.4 SOFTWARE

This manual was originally written for version 2.3 software. To see what version is in your 01A, select room type 1 and the Page 2 functions [push the STORE (PAGE 2) button]. The number indicated in the MIN DECAY window is the revision level. It is helpful to know the version of software in your unit if you should ever need to contact the factory for information or service. Additional information for version 2.4 is presented here.

Version 2.4 software for the 01A (and the earlier 01) incorporates all of the features of version 2.3 as covered in this manual. The most noteworthy feature of this new software is the addition of "banks" of presets. Instead of just seven presets, you now have seven banks of seven presets, or a total of 49 presets available.

Also incorporated in the new software are more refined room designs. Room types 1, 3, 5, 6, and 7 are totally new designs with smoother and more natural sound. Room type 6 still provides dynamic reverberation, but now it simulates the character of one of the better concert halls. The initial sound and early reflections of all of the first seven room types have been made more realistic. For greater flexibility, the DIFFUSION control is now more usable at lower settings.

Selecting Preset Banks

To change the active preset bank, push and hold the STORE (PAGE 2) button (we'll just call it STORE from now on), then push and release the ROOM TYPE [down] button. Most of the display will blank except for the PRESET digit, which indicates the current bank. You are now in bank mode. The lit decimal point is an additional indication that the current bank is being displayed and not the current preset. While still holding the STORE button in, you can change banks by pushing any of the numbered buttons. The display will change to indicate your selection. Release the STORE button, and the displays will return to the settings that existed before selecting the bank mode. All presets in all banks remain unchanged. Only the current bank number may have changed.

To recap, pushing and holding the STORE button and then momentarily pushing the ROOM TYPE [down] button selects the bank mode. You stay in bank mode until you release the STORE button. You may view the currently selected bank at any time by entering the bank mode. When you leave this mode, all presets remain unchanged.

Applications of Banked Presets

Banked presets add an extra dimension of flexibility in the operation of the 01A. Here are some considerations.

Many studios are used by a variety of people working on multiple projects each having different needs for reverb effects. Each engineer may have his own "personal" presets or each project could have its own preset bank. By assigning each user or project their own preset bank, they may freely use the 01A without the risk of stepping on another's "favorite" preset.

When saving presets that you're particularly fond of, we suggest that you use a bank other than Bank 1. The reason for this is that Bank 1 is where the factory presets are loaded when the system is initialized or whenever you wish to recall the factory settings. Loading the factory presets writes over any previously stored settings in Bank 1 and makes Bank 1 the active bank. In case you've forgotten, you can recall the factory presets by pushing the PRESET 4, DECAY TIME [up], and ROOM TYPE [up] buttons simultaneously (these are the right-

most, middle, and left-most buttons on the top row). The 01A is initialized to the factory presets at the factory (naturally enough). You can recall the factory presets for demonstration purposes to establish a known, repeatable set of presets or as a starting point for experimentation.

Transferring Presets Between Banks

Transferring presets from one bank to another requires the proper sequence of button pushes and may take some getting used to. This operation was designed to provide protection from unintentional changes for presets stored in different banks, especially in Banks 2 through 7.

The following example shows the procedure for transferring a preset from Bank 1, Preset 2 to Bank 3, Preset 4.

Push and hold the STORE button. Momentarily push ROOM TYPE [down].	[selects bank mode]
Momentarily push the "1" button.	[selects Bank 1] [PRESET display shows "1."]
Release the STORE button.	[back to normal]
Momentarily push the "2" button.	[recalls Preset 2]
Push and hold the STORE button. Momentarily push ROOM TYPE [down].	[selects bank mode]
Momentarily push the "3" button.	[Bank 3 selected now] [display shows "3."]
Release the STORE button.	[back to normal] [Bank 1, Preset 2 is still active]
Push the STORE button and hold while pushing the "4" button. Release both buttons.	[saves the current active setting in Preset 4 of Bank 3]

To summarize, select Bank 1, recall Preset 2, select Bank 3, and store the settings in Preset 4.